PAC-LAND

Pac – the world's most famous computer character ever is back and starring in his own adventure cartoon, Pac-Land,a superb conversion of the internationally famous coin-op.

Pac Man is a worldwide phenomenon. There are scores of imitators in the arcade and in the home but there is only one Pac-Land.

There are four very different journeys for Pac to attempt, giving the full flavour and complexity of the gameplay which made the arcade machine such a huge hit.

Set on his home island, Pac resolves to help a lost fairy home to Fairyland. To succeed, Pac must pass through towns, forge through rugged mountains, cross dangerous ravines and trek across deserts.

Throughout the adventure. Pac is hindered by his relentless enemies Blinky, Pinky, Inky and Clyde. These persistent Ghosts dwell in Pac-Land and they will do everything in their power to prevent Pac succeeding.

Pac has allies too. Power pills are ready and waiting, and when eaten, the ghosts turn blue and can be caught – leaving their eyes to flee the screen ready for a rapid regeneration.

Pac has an addiction to fruit and although he can move around the whole screen, may have to jump in order to bite the fruits which appear.

The hazards on his path are numerous. In the town watch out for the fire hydrants and ghosts in Cars. Ravines must be crossed, tumbling logs and moving platforms negotiated carefully. Also watch out for the ghosts as they take to the skies in their aircraft when Pac is riding on the clouds – they are no fools!

When you succeed in getting to Fairyland,* the Queen will present you with a reward of a pair of flying shoes. These will speed you on your journey home, but don't be complacent as Blinky, Pinky, Inky and Clyde are still chasing you and it's a long way to go.

The round is over when you have rejoined your family in Pac Town.

* Please note: there is no Fairyland sequence on the Spectrum, Amstrad and MSX due to machine limitations.

LOADING INSTRUCTIONS

ATARI ST – Insert disk, turn on machine. The program will now load and run.

AMIGA – Insert disk, turn on machine. The programme will now load and run.

CBM Disk – Load "Ø":*",8,1 and press return.

AMSTRAD 6128 Disk – /CPM

KEY CONTROLS OR JOYSTICK

CBM Disk – 0 = left, P = right, CTRL = jump, F1 = credits, F3 = 1 player, F5 = 2 player, F7 = pause.

ATARI ST – 0 = left, P = right, Space = jump. Joystick Port 2.

AMIGA – 0 = left, P = right, Space = jump. Joystick Port 2.

AMSTRAD 6128 Disk – 0 = left, P = right, Space = jump.

HINTS

To achieve maximum speed, move joystick or key twice in direction required. Hold joystick or key in that position to maintain speed.

Pac's energy will decrease and once it reaches zero the monsters will go after him.

Jumping on and on top of objects can generate fruits and extra life bonuses.

Jumping from spingboard with repeated left and right movement of the joystick or key will keep Pac in the air.